COMMODORE 64™ CARTRIDGE

ZAXXON™

OFFICIAL SEGA® ARCADE GAME

Strap into the command position of a space-fighter craft. You're rocketing through space prepared for your ultimate encounter with a deadly, armored robot.

On your journey you can survive only if you can pinpoint your craft through force fields, walls, and other deadly obstacles.

Attack enemy positions and capture needed fuel.

Draw upon your pilot skills to dodge the constant blitz of enemy fire. All of your skills and control will be needed to survive the challenges of this ultimate space mission.

USING YOUR CONTROLS

The Joystick Controller
Push "J" for Joystick
Push "K" for Keyboard

On your computer:
For single player game: Connect joystick to controller Jack #2.
For two player game: Pass joystick back and forth between players.

For a one player game press 1.
If you want to play a two player game press 2.
To start the game, press the red fire button on the joystick.

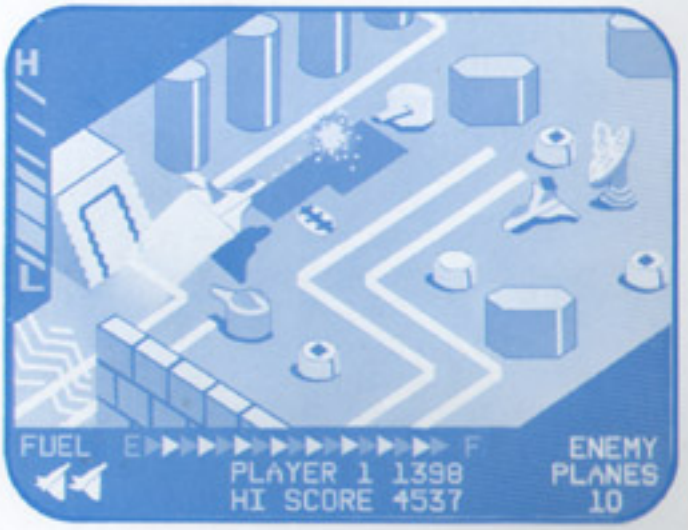
Restore Button
Press the RESTORE key to abort game and return to title page.

The Run/Stop Key
The RUN/STOP key pauses the game, press the RUN/STOP key again to resume play.

Keyboard Controls

Up = A	Right = K
Down = Z	Space Bar = Fire
Left = J	

HOW TO PLAY



WEAPONS AND OBSTACLES:

Gun Emplacements

Beware of these guns as you fly through the Space Fortress.
Receive 200 or 500 points for each gun you destroy
Scoring for destruction is random
Destroy them before they demolish you

Enemy Planes

Enemy planes are parked on the ground in the first Space Fortress and also flying in Outer Space.

Be careful of their fire. When you destroy planes still on the ground you reduce the number of planes you'll face in space.

Planes are worth 100 points whether they are hit on the ground or in Outer Space.

For each round of play the value of the planes increases by 50 points.

Earn a 1,000 point bonus if you destroy all the planes in Outer Space.

Fuel Tanks
Demolish enemy fuel tanks and you receive 300 points plus *your* spacecraft's fuel supply is replenished.
Watch your supply—If you run out of fuel you'll crash!

Radar Towers
Radar towers are difficult to destroy because of their location.
Demolish one and score 1,000 points!

Robot
Face the ultimate challenge.
The ROBOT appears after you pass through the 2nd FORTRESS.
You must *hit the ROBOT'S missile directly 6 times to destroy him* before he launches his missiles.

If you're successful, you'll score 1,000 points.

If you destroy the missile after it has been launched, you will receive 200 points.

Robot Missile
Will be launched if you fly too high.
Be careful, once this missile is launched the missile or even its shrapnel can destroy you.

Destroy it and receive 200 points.

STRATEGY TIPS

Game Indicators
The bottom of your screen indicates number of spacecrafts in reserve and your fuel level. Check the left side of your screen for your spacecraft's altitude. Your spacecraft will cast a shadow to help you determine its position.

First Space Fortress
Watch out for the fire of the gun emplacements.

Be careful not to crash into the radar towers, fuel tanks and gun emplacements as you fire at them.

Navigate your spacecraft through openings in the walls to fly safely over the force field.

Use your altitude indicator to determine your positioning.

Outer Space
Outer Space is filled with deadly enemy planes. Destroy them or they'll destroy you.

Second Space Fortress and ZAXXON Robot Encounter
The second Fortress will challenge you to even more lethal force fields and walls. If you're to survive you'll have to pinpoint your craft through the openings of the force fields and walls.

The end of the fortress brings you to your encounter with the ZAXXON robot. You're fair game for the missiles of ZAXXON. Your defensive abilities are the key to your survival as you fire at ZAXXON. You must destroy the Robot before he launches his missile to survive the Robot Encounter.

If you survive through the Space Fortresses, Outer Space, and your ZAXXON Robot Encounter, take a breath and prepare for more of these space challenges that demand greater navigation and firing skills each round.

MORE GREAT GAMES FROM SEGA

STAR TREK™

STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy...the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges...but remember only you can save the Federation!

OFFICIAL ARCADE VERSION

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MORE GREAT GAMES FROM SEGA

BUCK ROGERS™
PLANET OF ZOOM

VIDEO GAME CARTRIDGE

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy..the MOTHER SHIP!

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

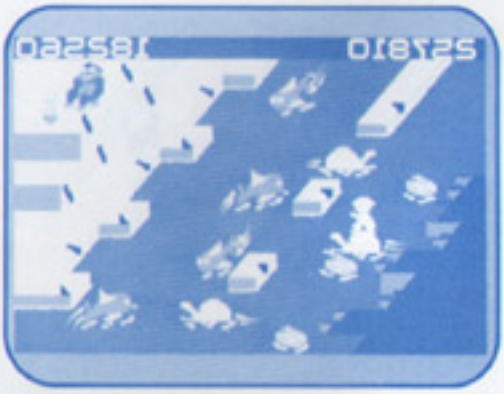
OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

Congo Bongo™

VIDEO GAME CARTRIDGE

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, the mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!



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